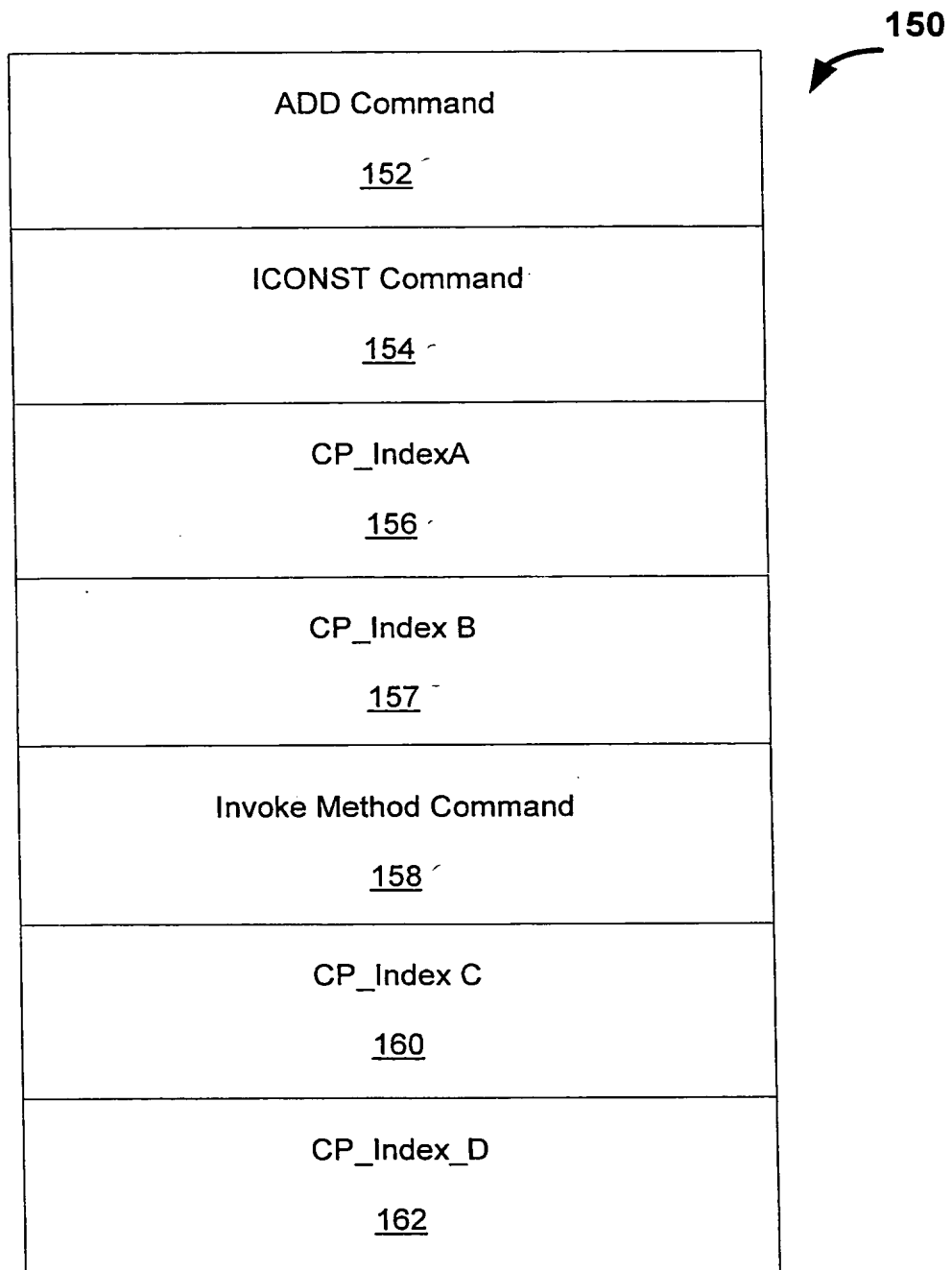


Constant Pool Section to Reference A Method

| | | |
|-----|---------------------------------------|----------------------|
| 10: | class_index=11, name_type_index=12 | CONSTANT_Methodref |
| 11: | name_index=13 | CONSTANT_Class_info |
| 12: | name_index=14, decription_index=15 | CONSTANT_NameAndType |
| 13: | length, pointer to class name string | CONSTANT_Utf8_info |
| 14: | length, pointer to method name string | CONSTANT_Utf8_info |
| 15: | length, pointer to signature string | CONSTANT_Utf8_info |
| 16: | | |

Fig. 1A



| |
|-------------------------------------|
| ADD Command <u>152</u> |
| ICONST Command <u>154</u> |
| CP_IndexA <u>156</u> |
| CP_Index B <u>157</u> |
| Invoke Method Command <u>158</u> |
| CP_Index C <u>160</u> |
| CP_Index_D <u>162</u> |

Fig. 1B

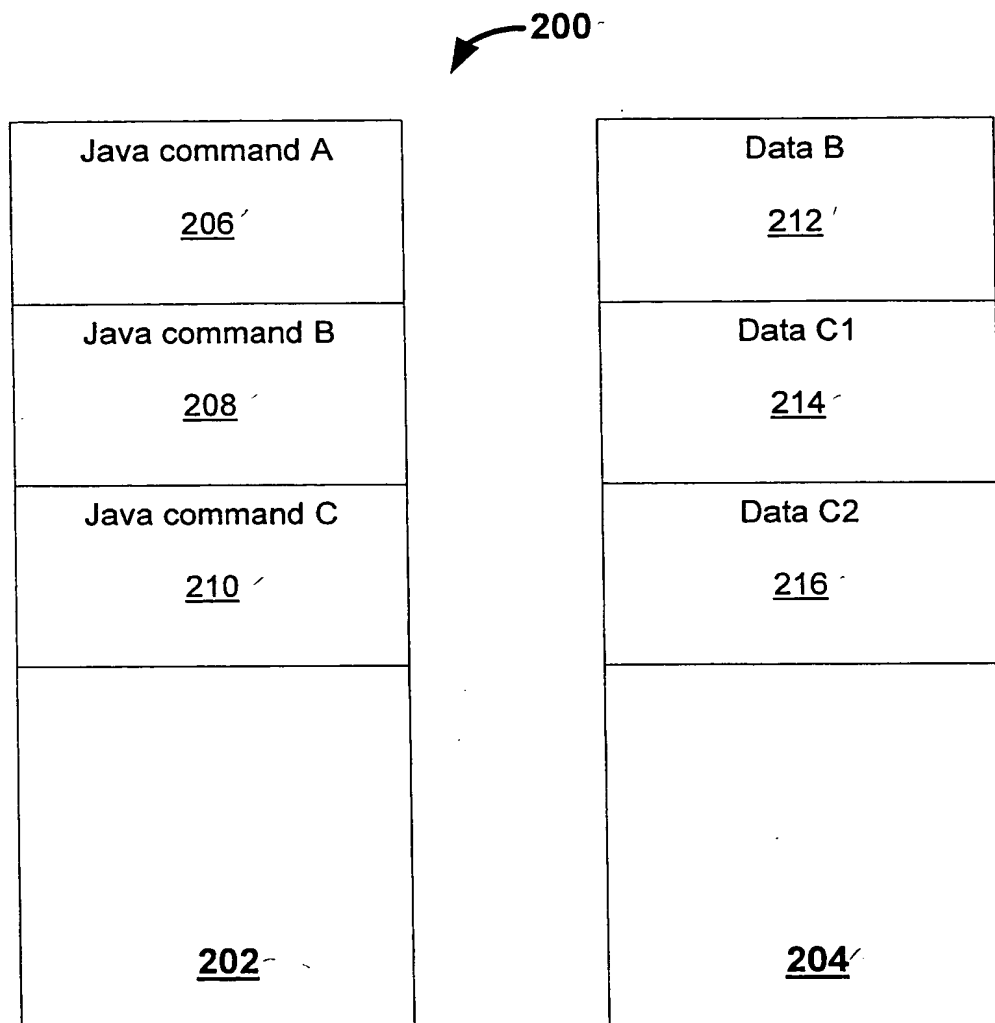


Fig. 2

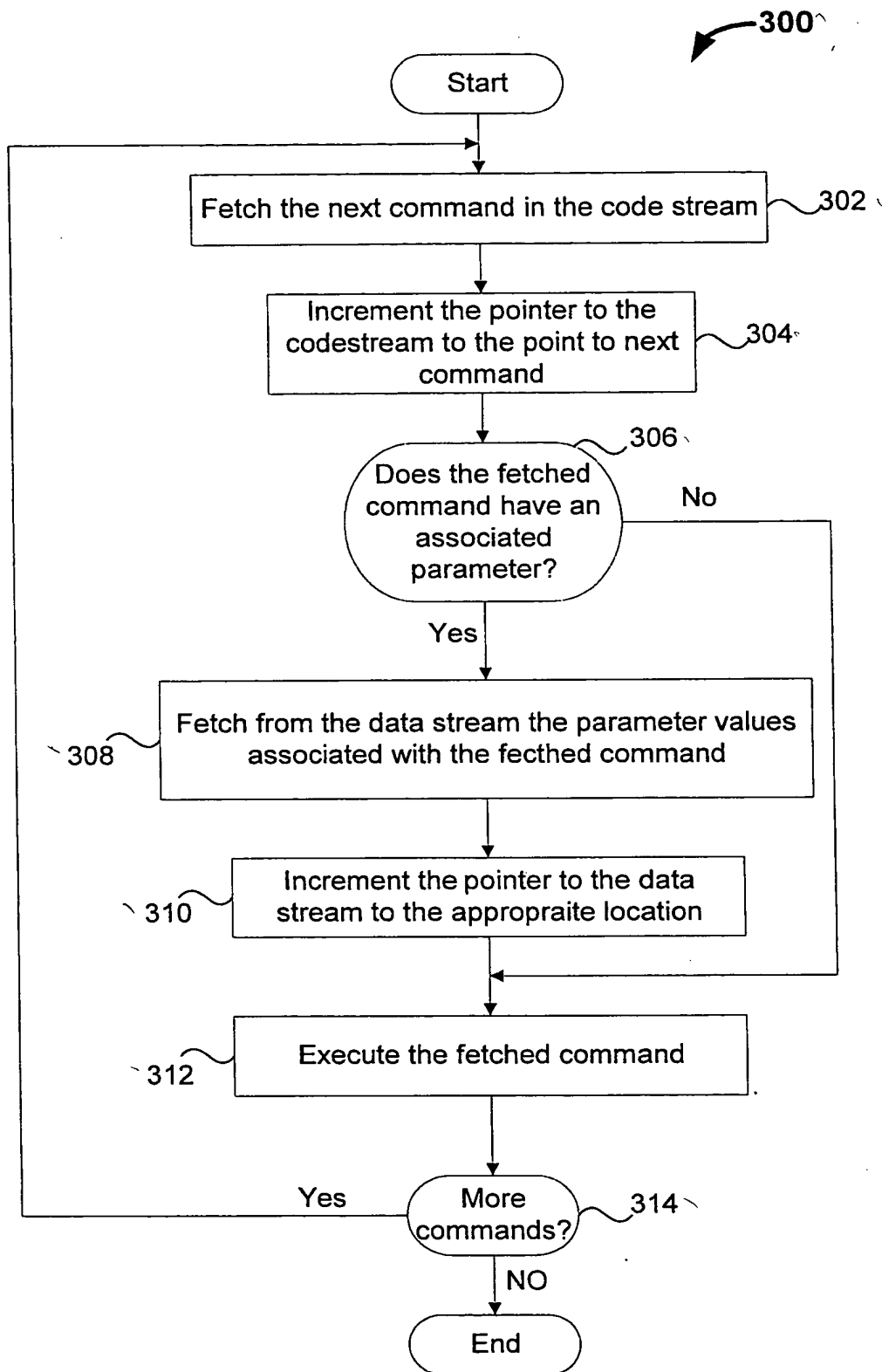


Fig. 3

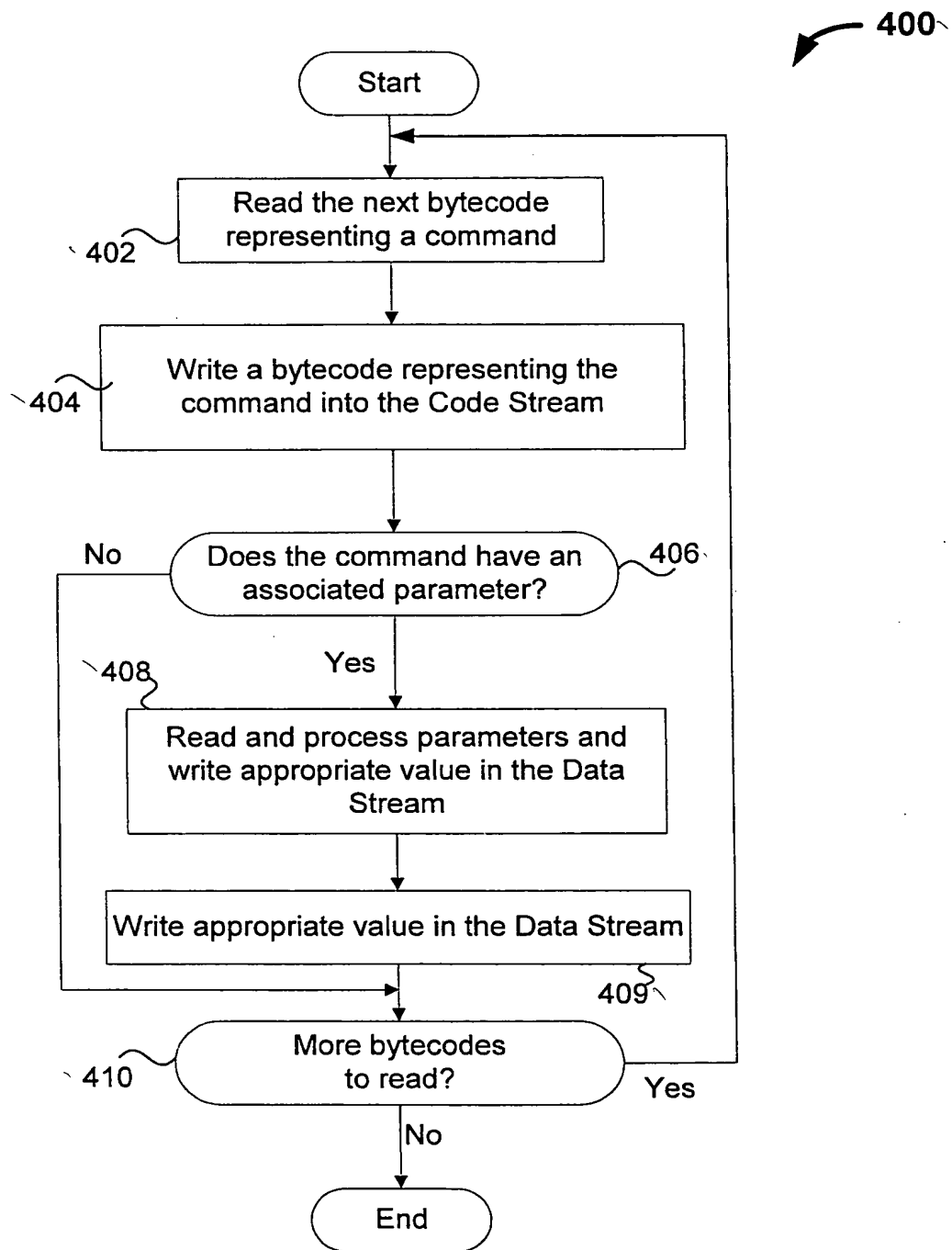


Fig. 4

DocId: 34469463

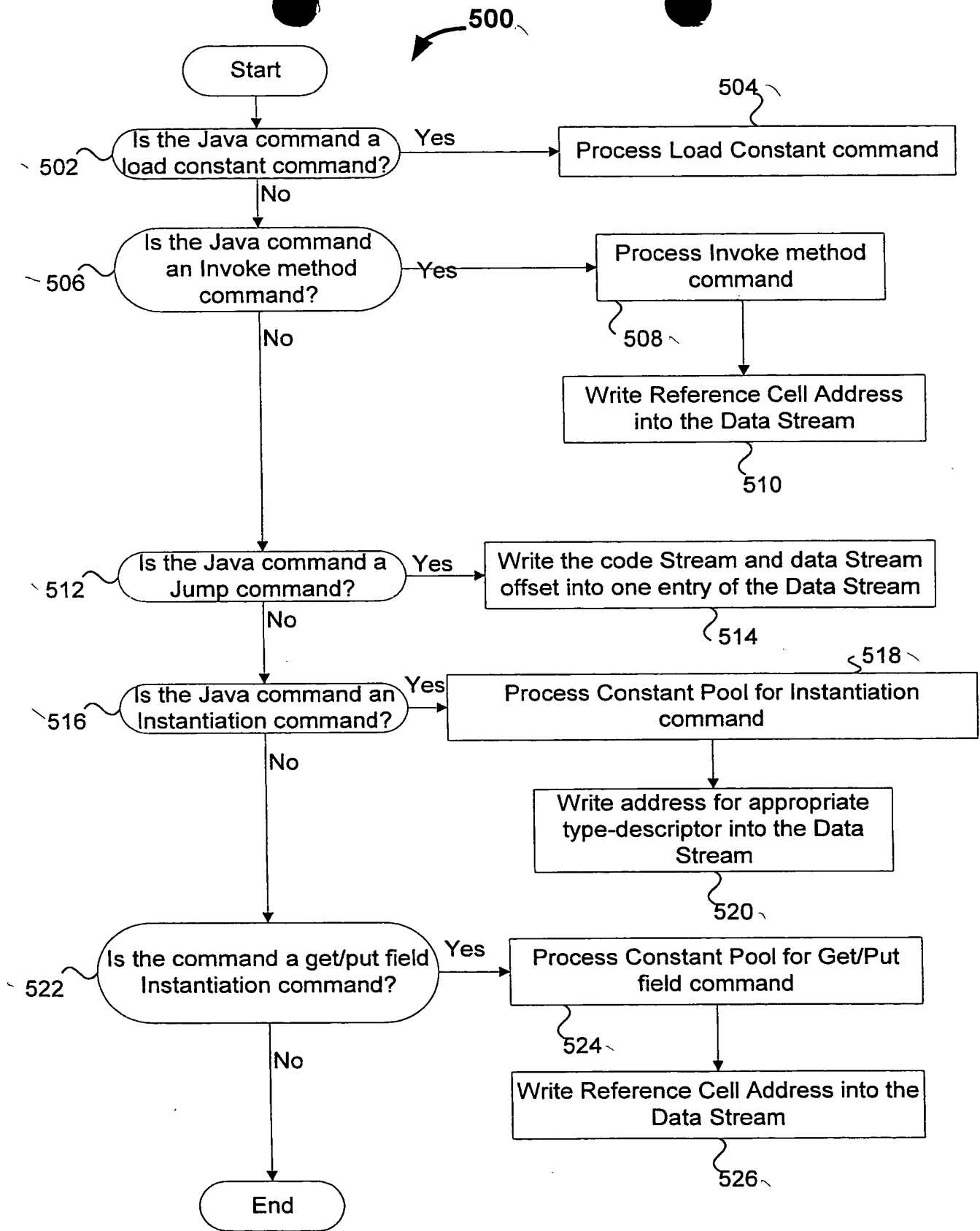


Fig. 5

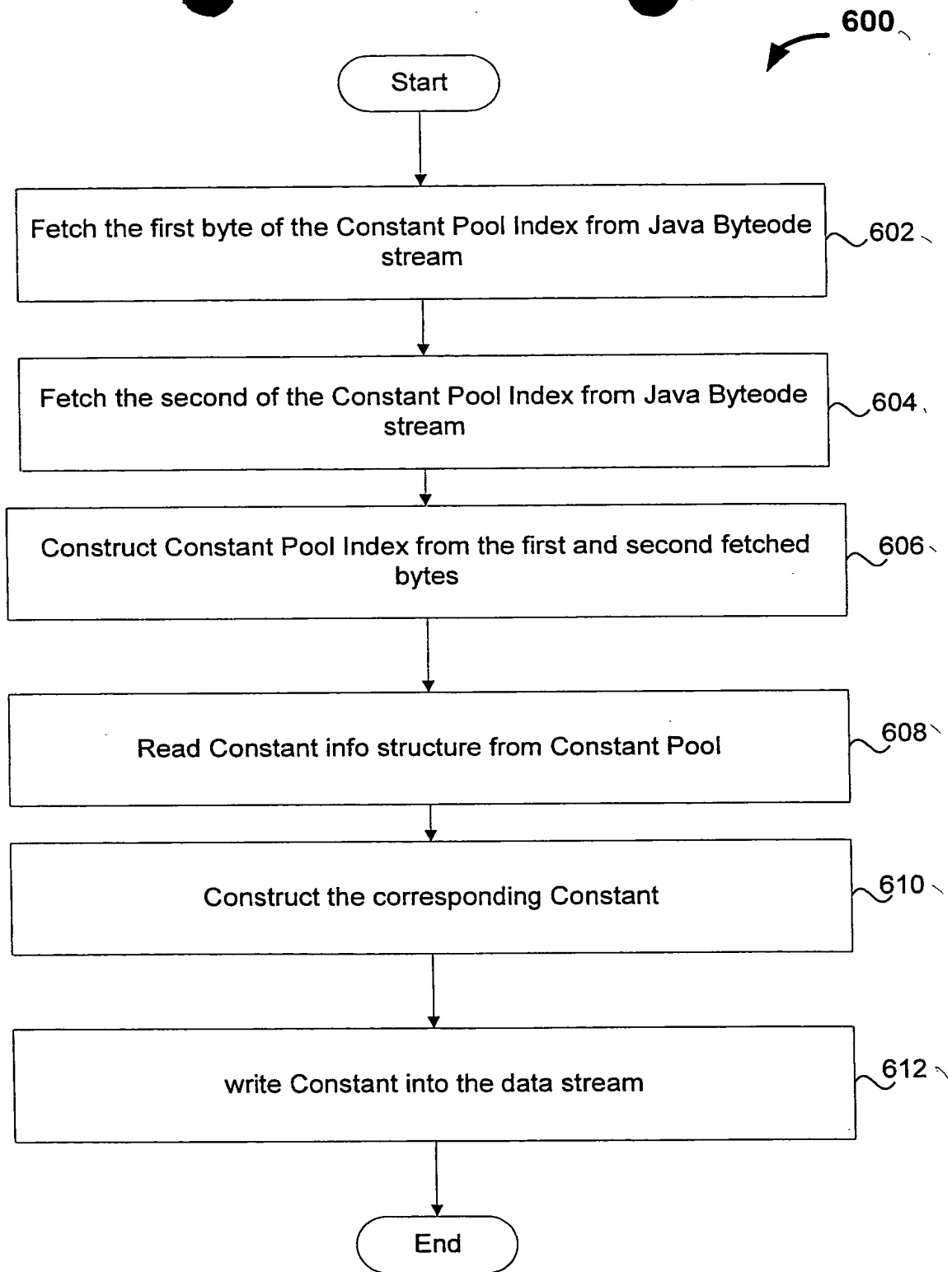


Fig. 6

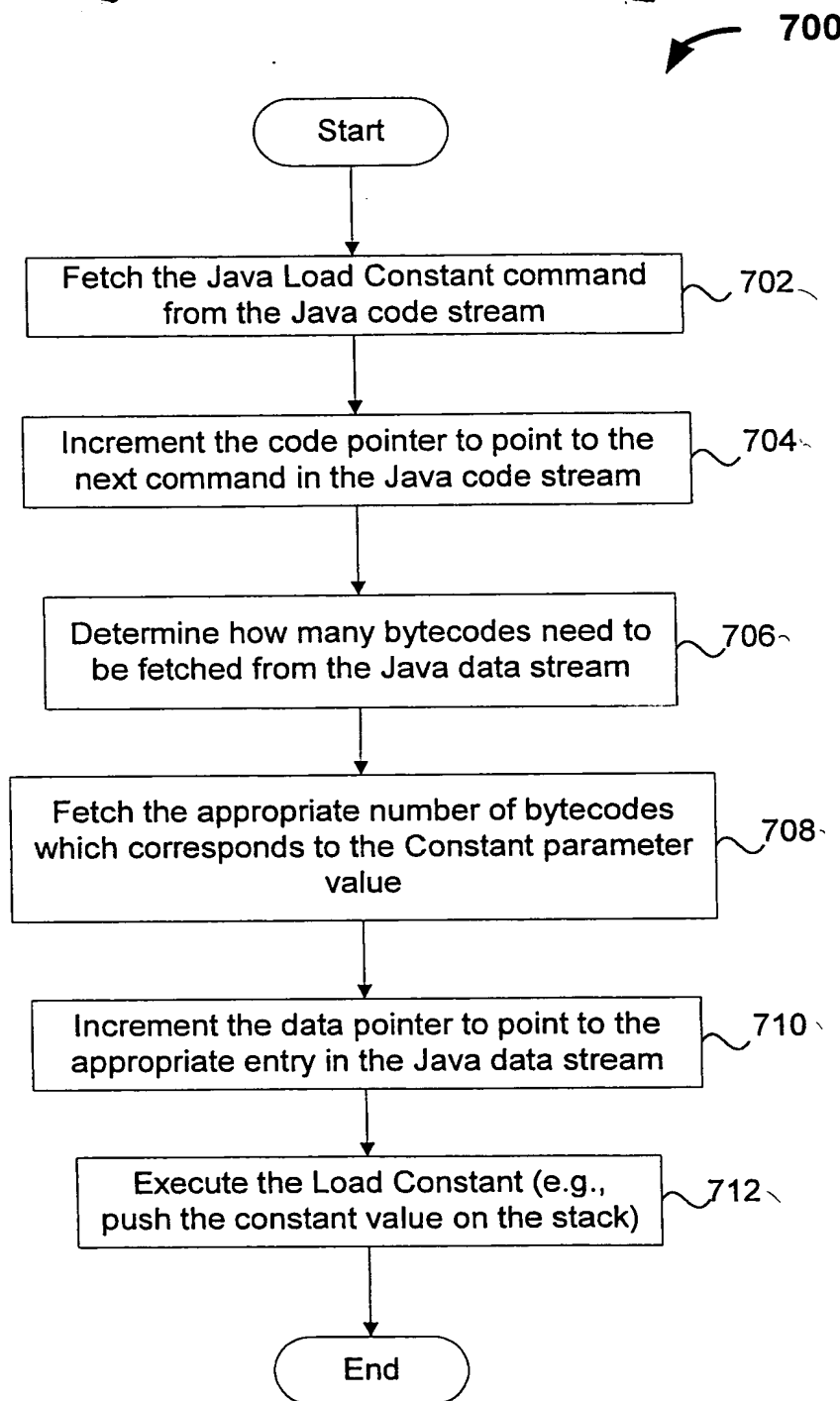


Fig. 7